

Vol.9,No.7: #106 A New Year, New Hopes, New Bills *January 25, 1986*

ABANDON HOPE, . . .

Shelf

Editor..... January 7, 1986

More letters arrive to attest to our quality; and yet the time has come when things may not seem quite what they have been. It is now time, and can be held back no longer, for the appearance of the new variant. I speak, of course, of DIPRODUCTION.

Starting with this issue, and running as many parts as needed, (at this writing I foresee 4), the new variant, DIPRODUCTION, will be taking up a rather large amount of space each issue for a rather unfortunate number of issues. The 3 stooges humor series will continue throughout this period as well, plus the games.

Considering this, and the fact that I don't want to produce monster issues for a while, I expect that of 12-16 pages only about 1-3 pages will be discretionary, depending on the issue. With only one page of letters this only leaves one or two pages per issue for features, articles, and so forth.

Of course, one must not forget that DIPRODUCTION (not to mention the humor series) are features of themselves. However, I realize' that by the 4th issue you may be yearning for variety.

To make up for this I hope to use up some of the shorter pieces I've aquired; two from Dave Staples and one this issue from Linda Courtemanche; plus a few contests (one of those this time, too), and perhaps a short reprint or two.

So, all ye who enter here, be kindly; in here are many things, mostly short but, we hope, equally filling.

Of course if the circulation rises, that is another tale...

COA COA COA !!! GPA MOVES!

Some people I know (Courtemanche Miller, Cook, Danbury and others - all of whom I introduced into PBM gaming) have been running a new PBM company called ACME GAME MODERATORS. Now Steve has moved from Mass. to Penn. and so David Danbury will be taking the office part over at his place of work. Unfortunately that happens to be c/o JCI, PO Box letter S, Nashua NH 03061. Which means that GPA has to get out. (Actually it isn't as brusque as all that but...)

So effective immediately GPA returns to the old address for all purposes, to wit:

GPA, 20 Almont St., Nashua NH, 03060. And all of my mail too!

* * * * *

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Through The Window

An Outsider's Look at Diplomacy and PRM Dip;

by Linda Courtemanche

I married into the Hobby. As someone once said of something far different, "I didn't embrace it; I succumbed to it." So it was with me.

As a deeply-rooted pacifist and member of the nuclear-freeze committee, all wargaming was abhorrent to me by nature; I considered it to perpetuate an intensely dangerous "macho" mindset. Revenge, conquest, the end justifying the means -- that was the value system that wargaming espoused, to my mind. The more carelessly such gaming was taken, the more dangerous it became. I saw everyone wanting what someone else had, and being willing to kill, lie, and betray for it. Where did gaming end and reality begin? As WarGames, the film, so aptly noted, "What's the difference?" The rules become the same.

I was terrified at the thought that children could be brought up in such an atmosphere. I saw converts being gained for that mindset, the cycle continuing and gathering momentum. I thought of the Vietnam vets who were shaken by the realization that murdered soldiers don't jump back to thier feet, like they do in the movies. I thought of the woman who declared the Apollo moon mission a hoax because she had seen a similar situation on The Twilight Zone. I thought of the soap-opera addicts who think that star and character are one in the same. All real happenings, all documented, all appalling. Entertainment and reality had become a blur in too many cases. And I was convinced I wasn't exaggerating.

Feeling as I did about wargaming, I was utterly bewildered for a time. The man I had fallen in love with -- a peace-loving man who is terribly kind and caring and gentle -- could speak with such glee about "stabbing", or "getting George"! It seemed as if Steve were dealing with deep hos-

tilities and primal hatred in some socially acceptable way, trying to cleanse his system of them. It was the only explanation I could dredge up.

Eventually, I began to see the game through my husband's eyes. It was not so much the violence that attracted him as it was the camaraderie among the players, the exchange of ideas in letters, the very real support system that zines, subzines, and letters fostered and bolstered. I began to realize that, in some gamers, he had realer and truer friends than some of the people from his hometown who claimed the title of "friend" since childhood, but who hadn't been in touch with him for years. Whenever things have gotten tough for Steve, his fellow hobbyists have jumped in with a tremendous outpouring of advice, sympathy, and caring. Diplomacy people have amazing loyalty, and they stick together against the insanity and tragedy of the rest of the world. Especially at "con"s, I have realized that gamers are some of the most brilliant, imaginative, witty people I know! Thier viewpoints make me sharpen my own, and I feel more alive in thier company.

More and more, I am readjusting my point of view about gaming itself--radically! Many peace workers are still fiercely against the concept of wargaming of any sort, even to the point of damning checkers! I had always thought that they were going a little overboard on that, but now I feel more strongly that it is the player's orientation that makes all the difference. The unbalanced people, the people who have been born or bred to violence in any way at all are going to be violent, whether or not wargaming exists. The casual gamer, and even the serious one, is going to enjoy the game, and is not going to suddenly become

trigger-happy and take any drastic steps. In fact, wargaming can help to emphasise the absurdity of real war! For instance, the Nuclear War card game. I recoiled from that one in horror when I first heard about it, but, as a reasoning friend of mine observed, it shows how crazy it would be to fight a real nuclear war and expect a winner! Certainly, the situations in the game cannot in the least be construed as being part of any actual scenario: "Do 10,000 little old ladies really defect?!" That was my friend's sensible comment, and a shrewd summation of the place of wargames in our society.

Of course, wargaming does have a problem: feuding. (Serious feuding, I mean.) Some of the more unbalanced types are let loose in the hobby, and they cause a great deal of harm. In that way, the hobby breeds violence. Egos are either fed or starved there, and people are bound to lash out at each other. That sort of personality is going to find some outlet for his/her feelings of resentment and inferiority; some scapegoat will always be found for him/her to abuse, and feel superior to. It is just more painful to watch in the hobby, because we're all acquainted with the parties in the feuds, and we see the hurt and anger and helplessness of the victims. In a real war, you don't know the victims. You never meet them. They aren't quite real, and soldiers have admitted this, time and time again. Basic training has drilled all the feeling, compassion and sense of humanity out of young recruits. From what I read, they positively glow at the thought of a good clean kill; it is an accomplishment for them. "It was great-- I mean, it was our mission," one sergeant said in an interview. Nuclear war, controlled via computer, is the ultimate example of that impersonal genocide. Real people are dying on the battlefields of the world, and hardly anyone remembers that anymore. Now there are "statistics" in place of human beings. A tragedy that staggering cannot be blamed on wargaming. Feuding, from the safe distance of a non-gamer, is just as impersonal as war usually is to the newspaper reader or TV watcher. Feuding is just as tragic as the murder of a body: it is the killing of the

spirit. It affects families and friends just as deeply as war. However, it is going to exist, with or without the hobby.

Why did I write this article? I'm not quite sure, but I think I am fumbling for some sort of thank-you to the hobby for cracking open my closed mind. I have learned a great deal about myself in the thinking about, and the writing of this. It makes me heartily ashamed to have once resented the hobby for attracting Steve. Now, I can see the attraction and am beginning to share it. If any wife, child, or parent thinks your involvement in Dip is silly or terrible or embarrassing, I suspect they may recognize themselves in the person I was, and I hope they learn something.

And I thank all of you for seeing me look through the window, and letting me in.

*

((Ed.-time will be made for any opposing views...))

* *** *

C O L O P H O N

Kaissa is published by the Gamesmasters Publishers Accos.,
© 1986, All Rights Reserved.
Editor: W. Elmer Hinton Jr. (20 Almont St., Nashua NH 03060).

Frequency: Quadriweekly.

Subscription: \$5/4 issues or \$14/12; zine Trades (all-for-all preferred; mutual subscription if necessary) are welcomed and encouraged.

Articles purchased on acceptance @ 1¢/word; original artwork @ \$5/page. (First publication year and reprint rights). Payment includes issue of appearance as minimum.

Back issues available (@ 50¢ each unless noted) and the main features are:

"A Word To The Wise":#100(\$2),
"Options":#102; "Defensive Diplomacy":#103; "3 Stooges In The Great Outdoors(series)":#103, 104,105,106; "House Rules":#104; "Introduction To Diplomacy Variants":#105; "Notation Notes":#105; "Almost Near Utter Chaos (Variant)":#93, 94; other issues by request.

* *** *

DiProduction

W. Elmer Hinton Jr.

Part I (start-3.6)

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Introduction (1)

DiProduction I is a variant of Diplomacy based on the premise that money is the root of ambition; power is money. Who cares who rules Europe? What matters is being rich enough to buy Europe.

The Object of the game is to have accumulated the most wealth by the time the game ends.

You do this by owning and trading stock, building companies, investing in government bonds, and so forth.

1). DiProduction is a variant of the game Diplomacy. Except as listed herein, the 1971/1976 Rulebook and 1961 Map for regular Diplomacy are used (as noted and defined by Kaissa House Rules).

2). The Object of the game is to own the most money in Dollars at the conclusion of the game. The conclusion occurs when one Power has acquired 18 or more supply centers at the end of any turn.

3). Each turn represents one year of time, and is divided into a number of phases.

4). Each player enters the game as a stockholder of any company which exists. A stockholder may also be a Leader of a Major Power, or the President of a particular company. At the start of the game, the initial players are divided into those who will be Stockholder/Presidents, and those who are also Leaders.

5). The game begins when twenty-one (21) stockholder/presidents are assembled, seven of whom will also be Leaders. No more than thirty three (33) players may be placed at start. Any number may participate as stockholders thereafter, though there may never be more than 56 companies nor more than 7 Leaders.

6). Each space on the map has been given a Base Value as

a single digit between 1 and 5, inclusive. The value of land-locked spaces is the Base Value. The value of sea spaces is zero. The value of coastal spaces is the figure in the coastal space plus a bonus for adjacent sea spaces. This Base Value, with or without bonus, represents the figure to be used in determining the actual value of a commodity distributed by a company working in that space, as well as the tax level for each owning government.

7). Provisions not made for very special acts (for instance, selling short) may be done by private contract between players. Where this does not conflict with the rules, the GM will try to adjudicate any such contracts which do not require excessively complex exercises in bookkeeping.

Starting the Game (2)

1). The game begins upon the assembly of 21 to 33 players, at least 7 of whom have asked to administrate a Great Power.

The 7 who wish to run a Power must submit a list of the 7 powers in order of Preference (unless they have no Preferences). The 7 positions will be assigned, and run as per standard Diplomacy game mechanics, with the following exceptions(see Leading a Country).

All players, including the Leaders, are Stockholders and Presidents, to start. Each must submit a Preference List of all Supply Center provinces, up to the number of players entered. No such list may contain all four Russian Home Supply Centers, and only three of those will be initially assigned at start. Each player will then be assigned a starting position for his company, with Great Power centers being assigned first.

Alternately, players need not be restricted to starting first companies in SC spaces, so long as each Great Power has at least

one, and are each equal in number of initial companies. For instance, of 24 players, 2 each in the Great Powers, and the other 10 distributed elsewhere; or 3 each in the Great Powers, and the other 3 elsewhere.

2). Once Leaders are assigned, they must form an initial treasury and military budget. (See Leading a Country).

Once Presidents are assigned initial positions, they must form a Company. (See Running a Company).

All players are initially stockholders, in their own companies. All later players may become stockholders without being a Leader or President of one or more companies, if they do not so desire. There can never be more than 56 companies (one per province).

3). The game begins with the year 1900 used for pre-game activities; each turn represents one year thereafter.

Leading A Country (3)

1). Each turn, each Leader will submit orders for his units just as per regular Diplomacy. However, ownership is determined each and every turn; and creation and maintenance of units is by cash payments rather than SC count.

2). Each Great Power begins the game with a limited treasury and adds to this treasury each year, primarily by taxation. The amount varies with circumstances. Basically, an amount is collected according to the Value of the spaces held. Each turn, units must be supported by payments from the government treasury, or they will be disbanded. New units may also be created by ordering them and making an initial payment.

3). The currency used within the game is the Dollar. There are no national currencies, so all records are kept with dollars as an international fixed unit.

Each \$1 in the scope of the game may be considered \$1000 or \$10,000 in more realistic terms.

4). Creation or maintenance of a unit requires a fee. Army units cost \$400. When ordered, the training and equipment needed will require one turn of time and the Army will be commissioned at the end of the following turn

at any Supply Center owned by the power, or, if no Supply Centers are owner, at any other space. A power is limited to building in Home Supply Centers as long as any are owned; and may build only one Army in any year if no Home supply centers are owned.

(note one might still be short due to occupation of owned home centers, or owned centers).

Creation of or maintenance of a Fleet costs \$1100. When ordered, the building and staffing of the Fleet will require two turns of time and the Fleet will be commissioned on the end of the second turn following the turn of order. When ordered the Fleet must be assigned a shipyard in a specific Home SC (or any one SC if none are owned at Home) in a coastal space. If said shipyard falls into the hands of a different Great Power before the Fleet is commissioned into service, the new Great Power may refit the ships @ a cost of \$200 and one additional turn. Once commissioned, Fleets may never be captured or refitted.

Creation cost is paid upon placing an order; maintenance is not paid until the turn of commission, and each turn thereafter.

5). Any number of Fleets may be under construction so long as no more than one per home SC, or only one in any owned SC, if no home SCs are owned, is ordered in a single turn.

6). After all movement and retreats, the value of provinces is computed.

Each landlocked province has a modified Base Value equal to its Base Value (shown in the province).

Each coastal province has a modified Base Value equal to its Base Value (shown in the province) plus a Bonus sea value. For non-supply centers, the Bonus sea value is one point per adjacent sea space. For Supply Centers, the Bonus sea value is the number of points shown in every adjacent sea space.

Bonus sea value is not awarded if the sea space is occupied by a fleet of a different Great Power unless the fleet has a (V.O.) Void Occupation order appended to its normal order (see below).

Once the modified Base Value is known, it is multiplied by 100 for dollar value. This is the potential value of taxable public income

as well as the potential value of the commodity of a company based in that province. To determine the final value for this turn, the potential value is modified.

Modification depends on the status of the province. Provinces have two levels of status: Owned (outright), and Occupied Territory. If any unit occupies a space which is Owned by another power (either a Great Power, or an independent power), that space is then considered Occupied Territory by the new Power.

The Ownership of the space does not change, however, until it is occupied another turn (consecutively or non-consecutively); at which point it is annexed into the Occupying power. If the Owning Power enters it's own space which is Occupied Territory by another power, that space is regained immediately by the Owner and Occupation status is removed. If a third party entered the Occupied Territory instead of the Occupying Power or the titular Owner, that space becomes Occupied Territory of the new Power.

Once a space has become annexed it is a part of the new owner power in all ways; except that only those SCs owned at game start are Home supply centers.

A unit which moves to acquire an Occupied Territory may leave the space, and it may be held vacant for any period as an Occupied Territory. There is no requirement to annex territory.

Only owned (annexed or Home) supply centers count toward the end-of-game criterion of 18+. Occupied Territory supply centers continue to be counted by thier owner power.

The VO, or Void Occupation order may be appended to any order to any unit. If the province the unit is in, or enters, is not owned by the power whose unit it is, then, without a Void order, that territory will be come Occupied Territory. With the Void order, a unit may tresspass a province (of, say, an ally) without that space becoming Occupied Territory. A Void order used in or entering an Occupied Territory will cause that territory to remain under it's previously designation Occupation country. A Void order used when in or entering a sea space causes the fleet's presence to be ignored, and the sea bonus to be counted for all adjacent spaces

(otherwise the sea bonus only will be counted for the spaces owned or Occupied by the same power as that fleet).

Once status of a province and potential cash value are known, the modification to determine final value becomes possible.

* * * * *

LOST NOTATION NOTE

When last issue belated went to press, I had noticed that one chart was missing from the article Notation Notes. This chart, which was to emphasise the point that using only 34 lines vertically to keep track of units is inadvisable, due to the snaking of the paths up and down, is reproduced below. My apologies for this.

Year	1	2	3	4	5	6	7	8	9
Country									
ENGLAND									
FRANCE									
GERMANY									
ITALY									
RUSSIA									
AUSTRIA-									
HUNGARY									
TURKEY									
NEUTRAL (3)									

* * * * *

The Three Stooges In The Great Outdoors

or The Joys and Hazards of Camping ! Part IV.

In spite of my assertion before, I have never been on a trip of any length, into new territory, where I did not get lost once. Exactly once, each. If the trip proceeds too long without such a moment of confusion, I begin to dread the moment when it will arrive, even more. Once that single ceremonial mistake has passed, I breathe easy.

Considering all that we had been through in the foregoing, I thought that David and I had nothing more to dread. We had paid our dues!

I have never been more wrong.

The drive was not as long as I expected, perhaps because the map Gus had made was a good one and we found all of the right turns. We left David's car at the home of a friend of Gus', which was nearest to the campsite. Actually, it isn't a car - more of large wagon, called Big Blue. It is large enough for 5 people and plenty of camping gear besides. The two of us had managed to fill it; and since we were hiking in, we were supposed to travel light.

Fortunately, the camping area was accessible by a maze of roads, and even a railroad bed, so we were able to come quite close to it, unload, stash things, and drive to the parking spot without the prospect of the additional $\frac{1}{2}$ to $\frac{3}{4}$ mile hike we would have had. It was drizzling a bit as we unloaded, but by the time we had secured the vehicle, and started back, the rain had stopped and the humidity climbed to about 75%.

Nevertheless, we loaded up and tramped a short way into the forest toward some deserted building.

Gus had suggested we stash our gear in or near one of a set of old deserted buildings which had been homes, garages &c, and wait for him there, unless we felt very adventurous.

Did we feel adventurous? Oh, yes we did! Unfortunately, we did!

I like to hike. Unencumbered by pack, I can walk, under standard good-sense hiking rules such as 5 minutes off per 20 on, for upwards of 16 miles before needing an extended break. With full kit I considered that I could probably make the estimated 3

mile trip without more than one extended break; say, an hour altogether. However, I haven't had that kind of hike since I was in the Boy Scouts, and even then the pack was considerably lighter. I was carrying a full 40 pound kit!

Before I left I had carefully pared down what I would need. At about 9:30 I got David's call, and knew I had about $2\frac{1}{2}$ hours before he arrived, in which to pack.

I carefully weighed and packed only what I thought I might use - twice - with a few exceptions (all of which I did use at least once with but two exception); then I weighed the whole thing, with me in it. 32 pounds, plus one gallon of spring water. 40 pounds almost even. No problem...

David, too had 'packed light', not bringing the large (and very heavy) tent he usually has. Yet, he was not exactly unburdened. Add to this the provisions that we had just barely picked up, and I think that we each had in the neighborhood of 50+ pounds!

From the place where we had stashed the gear, before securing the vehicle, to the buildings, was only a short (groan) distance, and we were both quite in favor of leaving most of the food in hiding there, until our return trip for Gustav; but, yes!, we looked at the map, and David searched his memory, and we decided to try to find the spot ourselves. We were going to Silly Walk!

"Do you think we can find it?" David asked.

"Why not?" I answered, "it looks easy enough."

Famous last words, that. No doubt some loathsome spectre we had disturbed was looking out an upper window and mouthing the words, "You'll be sorrreeey!"

Having arrived, I was mystified by the place. It was a salt marsh with wooded islands dotting it, and some abandoned buildings, two of them homes. It had a feeling of abandonment which the lowering sky and the rising humidity only underscored.

This did nothing to help the uneasy feeling that there were people around. Added to that was the fact that there were people around. A carload of fishermen had passed us as we unloaded, and we passed them them, coming back.

Hiding our supplies, and the rest of the gear temporarily, David showed me around the buildings which were boarded up, and bore 'no trespassing' signs on their doors. One was a large estate house in very poor repair.

We went around back and, much to his surprise, discovered the back door missing. A lot of the vandalism seemed to be recent as well. Curiosity drew David in and, in spite of my misgivings about the possibility of falling through a floor, I followed.

The place was dark and rambling with slivers of light slashing irregularly down stairways from broken second story windows.

Greeting us, hanging in the hallway in front of the open doorway, was a spider, about nose-high. Wonderful omen.

"Come and see this," David called from a couple of rooms over. I had stayed very near the hall, which I passed back through to come to a dead-end room with graffiti on the door.

The room was painted, smeared and decorated (if that is the word) with the trappings of a den of Satanists! That explained the new vandalism! The floor had a star - wait a minute! A star of David? Oy! Jewish satanists?? The wall was decorated by smears and a graffiti "666" and "the beast is risen", and similar cheery expressions. The star bore a cross as did the wall, and the cross on the floor bore a rather unmistakable-looking smudge. Someone had defecated on the cross.

Well, with a cross directly in the star, and a 6-pointed star at that, this was obviously the hole of pseudosatanists; kids.

Nevertheless, I got the distinct impression that the house didn't like it, and we looked around a bit more to see what other calling cards these people had left. It was the Friday before the full moon - a perfect time for some screwy kids to show up - and we had no intention of seeing them!

The omens were not good, though; for in coming back through the hall David walked directly into Mr. Spider. I don't know which was more surprised. Ptoie!

Naturally, we went back to the gear, made sure that the food was safe, and made ready to load up for our trek.

* * * * *

Contest

Star Trek Trivia

This quiz was first run in K #89 (6/24/84) and got no entries the first time (not counting one which was late). Here is another crack at it. The prize for the three top answerers is 3, 2, and 1 issue (turn for trader-players; \$ for traders), respectively for 1st 2nd and 3rd place. Ready?

- 1). Name a furry creature once partially described as a 'teddy bear'.
- 2). Which actor continued into another evil role on Battlestar Galactica?
- 3). Name the human-looking fellow with the strange ears who "ate" himself to death.
- 4). Janos Prohaska wandered into the producer's office wearing this creature one day, and the script was written specifically for it.
- 5). The full name of one lovable villain who appeared twice, associated with lovely ladies.
- 6). The actor who 'lurched' through an episode as Ruk, the android.
- 7). A standard maneuver the captain describes as having saved the Enterprise from Romulans near Tau Ceti.
- 8). Those psychokinetic practitioners.
- 9). Commodore Decker plays captain Ahab with this object.
- 10). (A toughie) Name the second Pilot for this series.

The Deadline is next issue; but if no one gets all of the answers correctly, a second series of hints will be given and the results revealed in #108.

* * * * *

STANDBY SECTION

Standby list before calls:

R.Kelly, Holley, Richard, Botimer, Courtemanche.

Calls:

1982II-ITALY: Geoff Richard (see 84IV for address).

1984IV-FRANCE: Larry Botimer (See 85HU for address)

Standby list after calls:

R.Kelly?, Holley, Courtemanche, Richard, Botimer.

* * * * *

News & Views

0). News: I don't normally use a number zero, but I think it appropriate. This issue will be late by two days for two reasons; one is the huge size, the other is something I find a particle more upsetting than I would have thought would be the case. I have just watched the Shuttle explode on take-off; it did so within that 2 minute period considered unsurvivable. We should consider at this time that except for the abominable soviet record, we have had only one space-related accident resulting in deaths; three Apollo astronauts whose fire-death resulted in safety considerations that prevent any such accident occurring again. Moreover, no one has ever died in space or even suffered more than a severe cold there.

Concord, New Hampshire teacher Christa McAuliffe, who was to have been the first private citizen in space. She is, instead, the first private citizen killed in a space vehicle accident.

If this had happened before 24 successful missions and five constructed shuttles, that might have been a major setback to mans exploration of space. Now, it is bound to cause some previously unsuspected error factor to be found and corrected.

And so, Christa will not have died in vain because she will have taught us something that we really needed to know.

1). With this column, will be a differentiation of items in News & Views; hard news, commentary, convention reports, services and other matters, clearly labled. Non-trade zine-reviews will also be here instead of under T&R.

2). News: Simon Billenness has taken over from Roy Henricks as Publisher of the Zine Register in addition to his editorial duties. This is effective immediately and the #5 issue is now out.

Views: Due to this move of the entire project under Billenness, who has an impeccable reputation, we have no further reservations about this project and support it wholeheartedly.

3). News: Ed Wrobel has resigned as Chairman of the DipCon Society Administration Committee. News and details of DipCon XIX, to

be held in conjunction with Mary-Con in Fredericksburg VA, is now available from Peter Gaughan, 3121E.Park Row #171-A; Arlington TX 76010. SASE's will get it.

4). News: Robert Sacks, in Hansard(et al) #16, has listed the Postal Locator under "Not Hobby Offices". Mr.Sacks does not, of course, have the authority to make this determination.

Views: Mr.Sacks calls himself the "Registrar of Projects". However, since he has neither the legal nor ethical nor the hobby-recognised right to rule on this matter, where the hobby is concerned, we beg to differ...

5). News: Conventions coming up: March 22-23, Pointcon; also monthly minicons held at West Point averaging 50 in attendance. Contact- Cadet Cecil H.Solomon, PO Box 3541, West Pt., NY 10997.

Feb. 15-17, OrCon at the Los Angeles Airport Hyatt Hotel. Info from Orcon, PO Box 8399, Long Beach CA 90808.

July 3-6, Origins'86 at the Los Angeles Airport Hilton Hotel contact the same people as Orcon.

6). Views: Naturally we need the latest installment of the Larry Peery show and a review of the long awaited Diplomacy World #40(the real thing). I tore open the mislabled envelope and searched through for the new issue. I'm told that there is now enough material on file with the editor to fill 3 issues, so I expected to see the cream of the crop. This is what we all awaited; this the first issue under the highly self-touted Peery regime; this is what 100 people forgave D.W.'s past debt for, and paid \$3 cash to receive. This.

Well, this turned out to be about what I expected. It is 20 pages of computer generated (aka shabby) advertising of how great DW is, and how great Larry Peery is, and what marvelous things are in store. It is junk. 100 or so people, including myself, paid \$3 for an issue of DIPLOMACY World - I did not pay \$3 to Larry Peery for his advertising expenses! This is an out and out fraud, far exceeding (well not by much) his still adamant refusal to honor all past subscribers accounts. (See letter column on this!)

Last issue(for which I apologise

to my readers) after receiving a letter from Peery calling K104 news an example of Yellow Press, I took the gloves off. I almost titled the section the 'Yellow Pages' just to make the point. In his letter Mr. Peery said that I would be surprised to learn that no one had asked for a refund. On the contrary, I would be surprised at that, but you sidestepped the issue of subscribers, like Mr. Kelly, who have been ripped-off, brazenly by a man who's attitude is that it is too bad for them. Now he adds insult to injury by ripping off current subscribers with trash!

But let me defer to one who has been in the hobby longer than any of us and his opinion: that of John Boardman, in Graustark #513: "Now that the so-called "Diplomacy World #40" has been exposed as another Brux" ((Bruce Linsey)) "Hoax, it is reported that the real 'zine of this name is in serious financial trouble. But guess who is coming to the rescue! Larry Peery, the well-known rip-off artist of San Diego, is now panhandling for money to save DW. On the basis of his dealings with The Diplomacy Association" ((c.early 70's)) "and other attempts to organize the hobby, you can be confident that any money sent to Peery will be used - not dishonestly, just irresponsibly. He seems to take for granted that there has to be some" "...centralized "clearinghouse" publication in postal Diplomacy. Otherwise, the implication is, how could us poor un-coordinated hobbyists know how to have a good time playing postal Diplomacy." "..."Diplomacy World is (on the admittedly debateable assumption that Peery can be trusted) dying."

Our own prediction of Peery using his collected funds for self aggrandisement proves true with the mailing of DW 40. (The fake DW, which rates about a 4, was much better than this.) We get more promises but no output; he makes no attempts to pay those he owes; in the past set up no accounts, took no precautions. He now repeats a familiar cycle.

Again I get to say, I told you so. Imagine subscribing to a zine and paying \$3 for 20 pages of advertising. This is disgraceful! Larry Peery is a disgrace!

7). News: Kaissa #105's variant article by Fred Davis needs this correction: The NAVB catalogues are \$1 for the old, \$3 for

the new, which will be out as soon as a full audit is done of the holdings.

8). News: Not New York by Paul Gardner has not stopped publishing; within days of receiving the word that the games were out by flyer and a new issue due soon, NNY #10 arrived here.

9). News: Back to Fred's article; the MNC section may need updating as well. Rumor had it that Lee Kendter Sr. would be out hunting a new MNC. He reports that this should not be acted upon until his official announcement near year's end; three have already applied.

10). Happy 42nd Birthday to publisher Conrad von Metzke.

11). News: The results of the referendum on the Miller Number Custodian recognition has been reported by the teller, John Caruso; he was aided by Ed Wrobel. Whitestonia 105 reports that 19 votes were tallied; 18 recognizing Lee Kendter Sr as current and legitimate MNC; 1 vote opposed. Robert Sacks, in retaliation has announced an anonymous MNC appointed by himself. The Granite Arch-ive, and a number of major publishers, the Boardman Number Custodian, and other prominent hobby members have declared that they do not recognize anonymous custodians in general, nor Mr. Sacks schism-borne appointment.

12). News: Whitestonia/Kathy's Korner #106 (1/6/86p) describes how the Thanksgiving Byrnecon of '85 evolved into a typical gathering in spite of prior announcements that it wouldn't take place.

13). News: Bruce McIntyre (Excelsior) is trying postal Clue.

14). News: The Razor's Edge #10 contains the second half of Pete Gaughans article; an overview of WWII politics. The issue as a whole was so badly reproduced as to be 40% unreadable.

Views: Or worse. We wish we could have read it.

15). News: A number of zines are showing a trend toward quiz and puzzle items. TAG, Rebel, TRE, TCD and Kaissa, among others have run one or more in the last three issues.

16). News: The Canadian Diplomat #9 contains a discussion of regularity with local players in

the same game, in a letter from John Caruso.

17). News: Conrad von Metzke, of Costaguana fame wants everyone to know he has openings. He recently carries and informative article on Transylvania, and a wonderful lifted-piece by William Safire on the merits of proper english words and syntax. The new year issue included a list of predictions.

18). News: Yggdrasil Chronicle is joining the ranks of those using computer adjudication of Diplomacy.

Views: We are distressed that this might be the Avalon-Hill game program for Diplomacy which is probably based on thier new, variant rules of Dip. If GM's start judging intent, or the Shagrin alternate convoy problem appears, those games might become irregular. We hope the new BNC will issue a stern warning.

19). News: Speaking of the new BNC; to add to those (at least ten applicants whose names we know, myself and Don Del Grande), are two old timer, and former BNC office holders, Conrad von Metzke with Rod Walker as his assistant.

Views: These are probably the two Quinn refers to in E#66; though Rod has been transferring posts in the past year, and generally lying back and might not be as good a choice alone, there is probably no one (excluding certain past BNCs) more qualified than Conrad, at this time, and we expect him to be appointed without delay.

20). News: Variants: Fred Davis will be publishing his own design "Turnabout-Dip" in the next Bushwacker because it did not appear in DW 40; however, he is holding off on the map in the chance it will appear in DW 41. The game is a major/minor powers switch, with seven players such as Balkans, Ireland and Spain. (! It appears in the current issue). He needs a couple of stand-bies before starting the game.

21). News: Excelsior #9 contained a section by Bruce Linsey on the next Leeder(Runestone) Poll and it's appearance. He says that publishers Dave Kleiman and Conrad von Metzke, who didn't publicize it last year, will this year.

Views: Perhaps Conrad and Dave should wait until they see my upcoming review of the Poll.

22). News: Diplomacy World 41 is also now out. At least it contains articles; plus another big Peery-promo piece.

23). News: More strangely Perry has made some announcement where he seems to claim having 'the diplomacy Archive', which as can be seen by the history of the Archive (see Foundation #7) is false. Granite Archive Archivist reports that he has not in any way transferred any such material or responsibilities to Mr. Peery and retains the proprietary right to continue under Mr. Buchanan's written mandate (see Foundation #7).

24). News: Steve Nicewarner will be the new editor under Ken Peel, for Politesse. Ken will remain as publisher and contributing editor. Time restrictions caused the editor-hunt.

25). News: Sahdes of item 23; it was previously announced that the Granite Archive would start a holdings-listing in FOUNDATION #9. This may actually begin in an expanded F#8. The Archivist has not decided to use the term "Hobby Archive" as yet but may be forced to do so to preserve a prior right if Mr. Peery doesn't desist.

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Game Openings

Only 3 regular Diplomacy games will be opened before Summer of 1987:

The El-Cheapo Game: For ROZ plus a \$10 one-time fee, anyone not currently a Kaissa player can enter if a NOVICE.

The No Frills Game: A game for the hard-core players; open to anyone not currently a Kaissa player. This game is for subscription only (ROZ & no fee) and includes the game and addresses but no map and a total 1/2 page Press limit.

Paid: Addison.

But if you aren't a novice and want all the bonuses:

Regular Diplomacy: In Kaissa; ROZ plus \$10/5 turns. Open to all.

Variant Diplomacy: DIPRODUCTION

ROZ & \$6/10 turns; need 21 players to start. Rules in #106 on. Signed: Anderson.

TRAVELLER: PBM space role-play game from G.D.W. PBM rules free. Fee about \$1/turn. Limited number of players.

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Trades & Reviews

THE APPALACHIAN GENERAL (# 26, 10/12/85; # 27, 11/19/85p; # 28, 12/24/85p) Editor: David McCrumb. (D1/Bs/Red/Ctr) f:5w Pc 16,16,12 pgs.

BUSHWACKER(v14n10,#169,11/23/85 p.; v14n11,#170, 11/27/85p; v15 n1,#171, 1/3/86p) Editor: Fred C. Davis Jr. (N1/Ss/Ful/Crn) f:M Pc/Mim 10pgs.

THE CANADIAN DIPLOMAT(# 9, 12/2/85) Editor: Robert Acheson. (N1/Ss/Ful/Crn) f:7w Pc? 15pgs.

COSTAGUANA(v10n12, 11/9/85; v10n13, 11/30/85; v10n14, 1/4/86) Editor: Conrad F. von Metzke. (D1/B1/Red/Ctr) f:3w Pc? 20,20, 28pgs.

CATHY'S RAMBLINGS(#17, 10/15/85; #18, 12/5/85) Editor: Cathy Ozog. (N1/Ss/Red/Crn) f:7w Pc? 17,13pgs.

EVERYTHING...(#66, 12/85) Editor: David Kleiman; BNC:William Quinn. (D1/Bs/Red/Nil) f:3M Pc. 12pgs.

EXCELSIOR(#8, 10/6/85; #9, 12/8/85) Editor: Bruce McIntyre. (D1/Bs/Red/Ctr) f:5w Pr? 32,40pgs.

THE GAMER'S ZINE(v5n10,#88, 10/19/85; v5n12,#90, 12/21/85) Editor: Earl Whiskeyman, (Connecticut Games Club). (N1/Ss/Ful/Crn) f:M Pc 20,21pgs.

THE MESSENGER(#5, 9/22/84; #6, 10/27/84; #7, 12/23/84; #8, 2/5/85; #13, 9/15/85; #14, 11/3/85; Spec.Flyer 12/29/85) Editor: Geoffrey Richard. (N1/Ss/Ful/Crn) f:7w Pc. 8,7,10,11,11,10,1pgs.

NOT NEW YORK(#10, 1/21/86) Editor: Paul Gardner. (N2/Ss/Red/Crn) f:4w? Pc. 10pgs.

POLITESSE(#?, 10/19/85; #34, 12/24/85) Editor: Ken Peel. (N1/Ss/Ful/Crn) f:M? Pc. 26,18pgs.

PRAXIS(#1, 11/2/85) Editor: Alan Stewart. (N1/Ss/Ful/Crn) f:5w Pc? 14pgs.

THE RAZOR'S EDGE(#8, 10/5/85p; #9, 10/31/85p; #10, 1/3/86) Editor: James R. Early (D1/Bs/Red/Spn) f:4w? Pc? 12,12,16pgs.

REBEL(#11, 9/28/85; Cor.Flyer 10/9/85; #12, 10/26/85; #13, 11/30/85; #14, 12/28/85; Cor.Flyer 1/7/86) Editor: Melinda Ann Holley (D1/Bs/Red/Ctr) f:4w Pc. 22,1,20, 22,24,1pgs.

TACKY(#32, 11/6/85; #33, 12/17/85) Editor: Lucien Henry. (D1/Bs/Red/Ctr) f:5w+ Pc. 20,12pgs.

WARGAMERS INFORMATION(#44, 3/85) Editor Rick Loomis (Flying Buffalo Inc.). (N1/Ss/Ful/Crn) f:whenever Pr? 6pgs.

New Trades: The Canadian Diplomat, Costaguana, Praxis.

Refused to Trade: The Inner Light, The Diplomat.

Returned to list: Not New York (see News & Views).

Let's see, I seem to be missing the November issue of Politess and #89 of TGZ. As you recall I was battling germs at the time and may just have misplaced both together. Meanwhile, another batch of Messenger back issues has come into the Archive (only 4 missing now).

Yes, I know Costaguana is in the wrong place; speaking of which it is one of the new trades from, in this case, an old publisher. It was first founded in 1965, if memory serves and it's keeper has been everything from BNC to MNC to DW publisher/editor in his time. Returned from ghod knows where, Conrad places in our hot sweaty hands one of the most literate zines written (in that it has the most respect for the english language).

You wouldn't guess (cruel twist of fate that it is) that Conrad is a familiar of the U.S. Postal Disservice. Perhaps we should think of him as a double agent.

Costaguana (no one knows what it means, except that it has nothing to do with fecal matter) is filled with a wealth of lifted material on thoughtful (non-game) subjects, such as lovely Transylvania, or the plight of the California Condor. His own corner is, like many zines, devoted to music. Breath of fresh air: it is classical music entirely! I know nothing about that, but the historical notes of somewhat interesting.

Oh yes; Conrad specifically wants all to know he has openings in Regular Diplomacy (don't you dare, you turncoats!), and variant Dip (Cline-9 Man, under Guest GM Simon Billenness, and Gunboat).

He can be found lurking at 4347 Donald Ave., San Diego CA 92117. No costly-guano here! Subs \$2.20 for 10 and no gamefee! Urk!

The Canadian Diplomat, courttest of Bob Acheson, is a younger zine filled with games and press, with a couple of pages of interesting letters. It has continual openings, including a 34-play-

er Anarchy variant. (Hey guys, how am I supposed to fill a 21-player variant with all this going on?) He is looking into Econopolity (come to think of it Conrad mentioned an economic variant) so I wonder if the timing isn't right for DiProduction...but I digress.

TCD (or CD I guess) is a very stable looking, no-nonsense zine with interested people active; and a credit to the Canadian side.

But I have to say it; an even bigger credit to the Canadian side; an even younger (just born) zine; and with the potential for gobs of letters is Alan Stewart's PRAXIS (now, what does that mean?). Praxis has a second issue out somewhere I'm told; but I don't have it as yet. From the first issue, discussion looks to be a main thrust. Remember my mention of High Intertia in Twilight Zone? The empty croissanwich? Well, here is the filling!

Many sections are divided up into titled discussion columns, but these are not merely question and answer, and not about your dog or your plants. The main areas are all hobby oriented and the questions are interesting. One to watch.

Style codes:

- 1). Production Style (Digest or Newsletter & # of columns per pg.
- 2). Sheet Format (Booklet or Single sheet & std or legal size paper noted.
- 3). Text copy size (Reduced or Full size-about 8 pt. type).
- 4). Bindery Style (Crn=Corner Stapled; Ctr=Center Stapled; Spn=Spine Stapled; Nil=No binding).

Other codes:

- 5). f=Frequency (w=in weeks; M=in months or monthly)
- 6). Mode of reproduction (Pr=Professional Printing; Pc=Photocopy; Mim=Mimeograph; Dit=Spirit Duplicatpr "Ditto")
- 7). Number of Pages that issue.

Dates are of publication; if none or long after.

Dates are of publication unless none or a long interval has passed since; dates marked "p" are Postmark; dates marked "r" is date received here.

Explanation of Style Codes:

- 1). If we speak of length as being top-to-bottom dimension, and Width as being side-to-side dimension (across the page) then the standard sheet of paper is

8½w x 11l.

When a zine is closed, but ready to turn the first page, it can be considered Newsletter style (8½w x 11l); or Digest style, which is anything under this.

Often Digest is used to indicate Booklets, but this need not be the case.

2). Single sheet format means that one or two pages has been printed on each sheet; Booklet format means four pages set up for center folding. Very rarely you will get 4 pages set up on a sheet in single-sheet mode (that must be read as if two columns per page). "l" is used in code for sheets of legal size; otherwise sheets are standard.

3). Any text smaller than typewriter size is reduced.

4). Corner stapling is usually done in the upper left hand corner. Center binding is done for Booklets by stapling through the center fold. Spine binding is the stapling along one edge of a stack of sheets to form a kind of booklet, or it is stapling flat across the centerfold of a true booklet, making it hard to open the pages.

Almost every combination of the above has been actually used.

* * * * *

ACCOUNTS

I want to take a moment to include a special note. Since we have gone to sub + fee system, this means that gamefee (if any) and it's credit is shown per player under each game. Subscription renewals are shown here. Players under ROZ requirements must check BOTH to be sure they are current.

For example, Greg Lang has both fees come due last issue, he has renewed his gamefee, but his subscription has run out. If I do not receive it, since last issue would have been his last, I will have to 'balance' from the gamefee credit. Paul Kogut also, due to the double issue, was due last issue. Due to that issue I am not calling standbys for the two newest players who have a renewal due now, though.

Overdue: Renew now ! Last warning!

Paul Kogut(105) Greg Lang(105)

Due this issue: Renew now:

Thomas Adams(106) Jim Martin
(106)

Due this issue: Next issue will be
your last if not renewed:

David Lang(107).

Renewals extend the following:

James Burgess Jr.(111)

Lance G. Anderson (114)

THANK YOU.

* * * * *

Missives

((Intro;

Deadlines for Missives is two
days before the regular Deadline.))

(Conrad von Metzke, 12/29/85):

"Very good to hear from you
again after so long, and thanks
very much for the KAISSA sample.
It is, in a word, EXCELLENT. I
presume I got the sample for the
fact that Fred Davis threw my
name around a few times in his
article. Well, I wouldn't have
thought a couple of passing name-
droppings would qualify me for a
comp, but I'm awfully glad you
thought so.

Your colophon suggests that
you'll trade, and if you're ser-
ious, I'd be honored."...

"Comment on your issue: Gen-
erally superb, well-produced, and
very much worth having. I'd
gladly recommend you to anyone."
..."In fact, I will recommend you
in print, next issue, next week.

But that doesn't change the
fact that a certain amount of what
you write is hogwash.

I am always suspicious of
statements such as yours on page
8 ("Peery confirms, in a surpris-
ing letter....") which do not
quote from the letter cited!"...

"I'm also sorry that you felt
compelled to downgrade the 'Zine
Register"...

"Your statement (P.20) that
Beyerlein had "twice as many years"
background is patently false. It's
true except for me."...

"That's a lot of negatives
there, and that ain't really fair,
because KAISSA is good in spite of
having hit a few nerves here. I
am extremely selective about
trades these days; the fact that
I want your, disagreements and
all, really does say something."

...
((EH: Well! I blush (but I've
been doing a lot of that the past
year): Thank you for the trade,

I think. See Trades & Reviews.

Yes, I normally send a copy to
almost anyone who has been men-
tioned; with few exceptions such
as the overseas (which I may send
later on). Saves a lot of feath-
ers in the long run, I think.

See News & Views on that Perry
material (and my private reply).
Generally I use quotes sparingly,
even as the "real" media do. How-
ever, except for Mr. Perry (who
has replied) I've never seen so
much as accused of taking things
out of context. That is because
I can always substantiate anything
I print.

Per the Zine Register; clearly
there is nothing wrong with Simon
Billenness who, as you say, has
a wonderful reputation for reli-
ability. I support his zine-dis-
tribution project fully, and have
sent him numerous samples for it.
However, that is wholly his own
balliwick. Henricks is the one on
whom deliveries of the final pro-
duct depend. That makes me wary,
where the ZR is concerned.

We are discussing it.

I stand corrected; your exper-
ience before taking over as BNC
was quite extensive, only a year
or so under Beyerlein, if my dates
are correct (and Rod's may be over
the halfway point; 60/40 say).

Except for you (clearly), the
point still has validity. More
experience going in generally =
a better term of office.(Hmmm,
that doesn't sound right somehow;
let's say that the point is good
and leave it at 'hyperbole for
conversational effect'.)

And, of course, I was speaking
of tenures after Beyerlein, any-
way with regard to the other com-
ments.

By the by; I have your review
in hand - the Postal Locator prob-
lem with Quinn is old news (see
Everything... 64, I believe). He
withdrew months ago leaving the
field to myself.))

(Lance Anderson, 1/16/86):

"To mention Fate: Yesterday I
was sitting behind a car in traff-
ic and glanced at the dealership
sticker. I didn't note the name
but the city was Nashua, N.H.
Imagine - here in Dallas! It
really is a small country after
all."

((EH- And getting smaller all the
time. Then again, being next
door to the state which is the
stolen-car capital of the world,
finding a N.H. car anywhere would
not surprise me!))

David Staples(9/23/85)

"Don't get too big-headed with all the compliments in your Kaissa mailbag. When I get the time, I will look up and find the Strategy & Tactics article which tends to support my position that the coastal crawl was, at least once, widely accepted in the hobby.

The article was authored by Rod Walker sometime in the late 1960's or early 1970's. Say what you like about Walker (Boardman, for one, can't stand him), he does rank as one of the earliest and most respected pioneers of the game. Strategy & Tactics was (and is) no rinky-dink magazine, but one of the most respected in the field.

Be that as it may, Kaissa likewise has earned its niche in Diplomacy annals. You were, I believe, one of the first to do two things that make your games more playable and enjoyable than many in the older 'zines:

1) The map of current positions is a great timesaver--a vast improvement over the old system whereby one almost had to set up the board for every move.

2) The fact that you print player addresses with EVERY move is a boon to the vast majority of gamers, who, I strongly suspect, do not carefully preserve every issue to look up addresses as was done in most 'zines a few years ago. Many of the 'zines I subscribed to printed addresses only three times-- (1) at the start of the game, (2) with a player change of address or (3) when a new player entered the game. Most 'zines printed these addresses no more than quarterly or once per game year.

I hate to admit to an archivist like yourself that I callously discard old issues of Kaissa or toss them in the bottom of bureau drawers. Even worse, I must have burned six or eight large boxes of flood damaged Diplomacy 'zines a couple of years ago. Most of them had been dried out after a gallant rescue effort, but I simply had to reduce the clutter. Somehow, I suspect, old issue of The Rigot were not spared in my fury, which is why I'm seeking them now."...

((Who is this guy in the back of my chariot? Stop that whispering!

Dear Dave, Well I'm a rabid SPI person from way back, though

now that TSR has thier hands on S&T I don't give it much notice. However, back in the late 60's it was pretty small, and I have at least one of those issues with Rod's column in it. Unless it is very late (72-74) it wouldn't count for much because #1, Rod was always in favor of coastal crawl, even before the 1971 Rulebook (but I'm sure this is not the case afterward - I have some copies of his House Rules from that period), and #2, I don't think I said that coastal crawl was never favored at some time, but that it wasn't the dominant opinion that it was the way it was supposed to be played, and never had prominence after 1971.

I have some support of this from the huge rule-discussion issues in Broddingnag (about 1966 or so), where John McCallum says quite clearly that, although he would rather have it, and ruled (yes, he did) in favor of it in his games, he acknowledged that it was logically illegal, even under his (1961) Rulebook!

In fact, I will even give to you that in the 60's many, and at times most, GMS allowed it as a result of wishful bias - but the discussions show that there was little real doubt that it was not feasible; and after the 1971 Rulebook came out and quelled any doubt on the matter, the rallying cry against hold outs grew a bit warm in places.

In any case, even among the oldest zines, I am still tallying sides. I am surprised that there are so many who favored the crawl - more than I had remembered.

However, I am compelled to add that it was only a matter of theoretics. Time and again in such discussions I see the caveat added that, by that date it had never happened in postal play (or even, any play).

As for Rod, you don't get old in the hobby without making enemies, and we mustn't forget that the Boardman-Walker feud is/was mutual and started just about the day they came together.

A number of people do tell me they play the game directly from my maps. Except for hidden space names (discussed last issue), they are pretty complete, by design.

You mean you had zines where they produced addresses every game year? Although I was still out on the fringes at the time, when I started regularly including them,

I don't know if anyone else was or not. I hadn't seen any, and didn't until the next year. Few zines do so today, but it is a thing whose time may have come because, like maps, it is catching on.

I keep a list on loose leaf paper, inside the folder for each game I play, with such an address list, but if I forget, or fail to update at COA (change of address), I still go cursing through back numbers of some zines to get them!

You throw away Kaissa! Diety, man! Have you no shame?!?

Well, actually, I sympathise with acts of nature; I sometimes wonder if I can get fireproof file cases for the archive, myself. One tries to be careful.

But here I am, still on tenterhooks: what does "Rigot" mean? -E.H.))

(Paul F.Kelly, 1/10/86):

..."I am among those who have been ripped off by Diplomacy World. I had the signal misfortune to subscribe just when this whole brouhaha blew up and so have never received a single issue. What the hell is one supposed to do? I'm going to wait until Peery shows some staying power before I get involved with DIP World again. Could you reprint any articles from it that come along?"...

"If you want you can drop the "F." in my name whenever you have recourse to print it. It looks so pretentious!

I noted several instances in the condensed full-run display for 82CN. Perhaps it might need checking."

((EH: Well, perhaps it might - if you'll just tell me what it is you noticed. I've already found two errors myself, if that's it.

Well, on every game the full name should be used, or at least including middle initial. A long time ago, when the BNC had a full time statistician, as it were, a man named Russell Fox of Tarzana CA, Mr.Fox pleaded with GMs to use initials so as to differentiate between people. It just so happened there were three, unrelated people named "Russell Fox" in Tarzana, each indistinguishable without middle initial. Of recent memory there is still the problem of the J.Ron Brown VS Ron J.Brown (I mean, which one is which when the GM has the gall to list the player as Ron Brown, period); or recently Lee Kendter Sr.,

VS Lee Kendter Jr. . Why I even have a "R.Kelly" in Kaissa- one typo and confusion can result. Better safe than sorry.

There's more on Mr.Perry under the News column. See that.))

(Steven Courtemanche, 1/19/86):

"As you can see by 1982 II, Linda and I have a new permanent address"...((1021 Penn Circle E 402; King of Prussia, PA 19406)) ..."I see that you are now charging for"((Foundation)). ..."Send me the next issue with a note if I have insufficient credit."...

"Linda and I will mention the Postal Locator system in High Inertia. Is there something special that you want said about it?

(Chuckle) Empty croissanwich, hmmm... A lot of people seem to like the empty calories found in High Inertia. Thank you for the review and the constructive criticism. HI is still evolving and we'll be interested to see what you have to say about it. Most people throw away the HR's so why not "rulebook will be used otherwise common sense prevails.""

((EH:Because, first you need to say which rulebook. If you are using the Shagrin Alternate Convoy variant (alias the A.H. 1982 Diplomacy Rulebook) or, oddly enough, have some oldies with something before 1971, this stricture must be stated to insure standards.

Secondly, and more importantly, failure to state the house-rules, ahead of time and in writing makes then subject to change whether inadvertant or deliberate. It also means subjecting the players to a guessing game. Your common sense may not be someone elses common sense.

I have played under that kind of GM. One such was Jerry Jones. He was presumed responsible. He sat with me on the board of the International Diplomacy Association. He became Publisher/Editor of Diplomacy World, 7 years ago this month (an anniversary which fills me with no cheer; thank you Conrad). He was a publisher of a well-liked zine.

He also played rather fast and loose with the House Rules and folded as sloppily as any other gaffiating GM you can name. I don't tend to associate clear organisation, and responsible standards of practice with a GM who has bad or non-existant House Rules. I don't, as a rule recommend many. They don't need to be as detailed

as mine, but they should be a little more than "If we have a problem we do it my way". The players have a right to know what way that is, going in.

Leaving generalisations to go to specifics- there are two major problems with your HR's. For one, Phantom orders are Irregular. Period. Secondly, except for DIAS (Draw Includes All Survivors) or Player's Choice, the idea that the GM can limit the game result (such as - no draws larger than x-way allowed) is Gamemaster interference of the first order and the new BNC should be petitioned for a ruling on this! I don't support it.

HI did generate a bigger response than I had thought, but the question/answer format does get to you after the second or third page. Still, worth watching. I'm about to get back to re-reviews so, in a few months... I'll keep watching.

Thanks for the offer to plug P.L., but in case you haven't noticed Melinda has been especially careful to keep from mentioning me in any way. You better check with her first; I wouldn't want to inadvertently get into the back door of someplace where I wasn't welcome.))

(Simon Billenness, 1/21/86p);

"Enclosed is the new Zine Register which I hope you'll find both interesting and informative." ... "I certainly hope you'll agree to be listed and that we set up a mutual trade. Kaissa is very good for hobby news so it's a very useful zine for me to receive.

I was surprised to read your long account of the acrimony surrounding the "...hobby Archives." ... If you want to trace the whereabouts of Scott Marley then try writing Steve Hutton of No Fixed Address. Scott had a long letter printed in the last NFA."...

(EH: I sent Simon, and others, an account of past Archive history, since, as most of you know, I've been slowly gearing up again over the last 2 years; fully described in FOUNDATION #7 just out. See News & Views about the ZR. Oh, yes, I hear Larry Peery is now claiming the hobby Archive title? First Quinn tries to steal the Postal Locator, and now this! Why don't people look before they grab!

All the best to you and your projects, Simon.))

* * * *

1982II

Blitz

Game

FRENCH GOVT
NOW IN EXILE;
NORTHERN ALL-
YES SPAR; NO
ORDER IN ROME.

DIPLOMACY
GM: Hinton
Fall 1910

ENGLAND(Melinda Ann Holley): 1A
Pie S 4A Bur-Mar, 2A Par-Gas,
3A Mun S RUS 3A Boh-Tyr, 4A
Bur-Mar, 5A Bre-H, 6A Ruh-Kie.
1F Mid S 3F Gas-Snc, 3F Gas-
Snc, 5 F Nth-H, 6F Iri-Lpl.
(PO Box 2793, Huntington WV,
25727).%2%

FRANCE(Greg G.Lang): 1A Mar-H/r/
d/, 1F Wes S 2F Ssc, 2F Ssc S
1A Mar-H, 3F Nat-Mid. (28 Coach-
light Dr., Mascoutah IL 62258)
%5%

ITALY(Ronald M.Kelly):NMR!!! 1F
Aeg-(H), 2F Ion-(H). (240 Man-
or Circle, Apt.8; Takoma Park,
MD 20912).%

RUSSIA(Steven Courtemanche): 1A
Smy S 2F Con, 2A War-Ukr, 3A
Boh-Tyr, 4A Syr-H, 5A Sev S 6A
Gal-Rum, 6A Gal-Rum, 1F Den-
Kie, 2F Con-H, 3F Bla S 6A Gal-
Rum. (COA: 1021 Penn.Cir.,
Apt.E 402; King of Prussia PA
19406).%4%

AUSTRIA-HUNGARY(David G.Staples):
1A Ser S 6A Rum, 5A Vie S 8A
Bud, 6A Rum S 8A Bud/r/d/, 7A
Tyr-Ven, 8A Bud S 5A Vie, 2F
Bsc S ITA 1F Aeg. (PO Box 333,
West Fargo, ND 58078).%

NOTES:

Firstly, see ACCOUNTS for a notice.
Since the turn is above you
know that all votes failed:

F/R/A: Yes-1, No-2 NVR-2 Failed
E/R/A: Yes-0, No-3 NVR-2 Failed
E/R : Yes-2, No-1 NVR-2 Failed
R-win: Yes-1, No-1 NVR-2 Abstain-
1, Failed.

Garfields Believe It Or Don't:
there are no concessions this time.

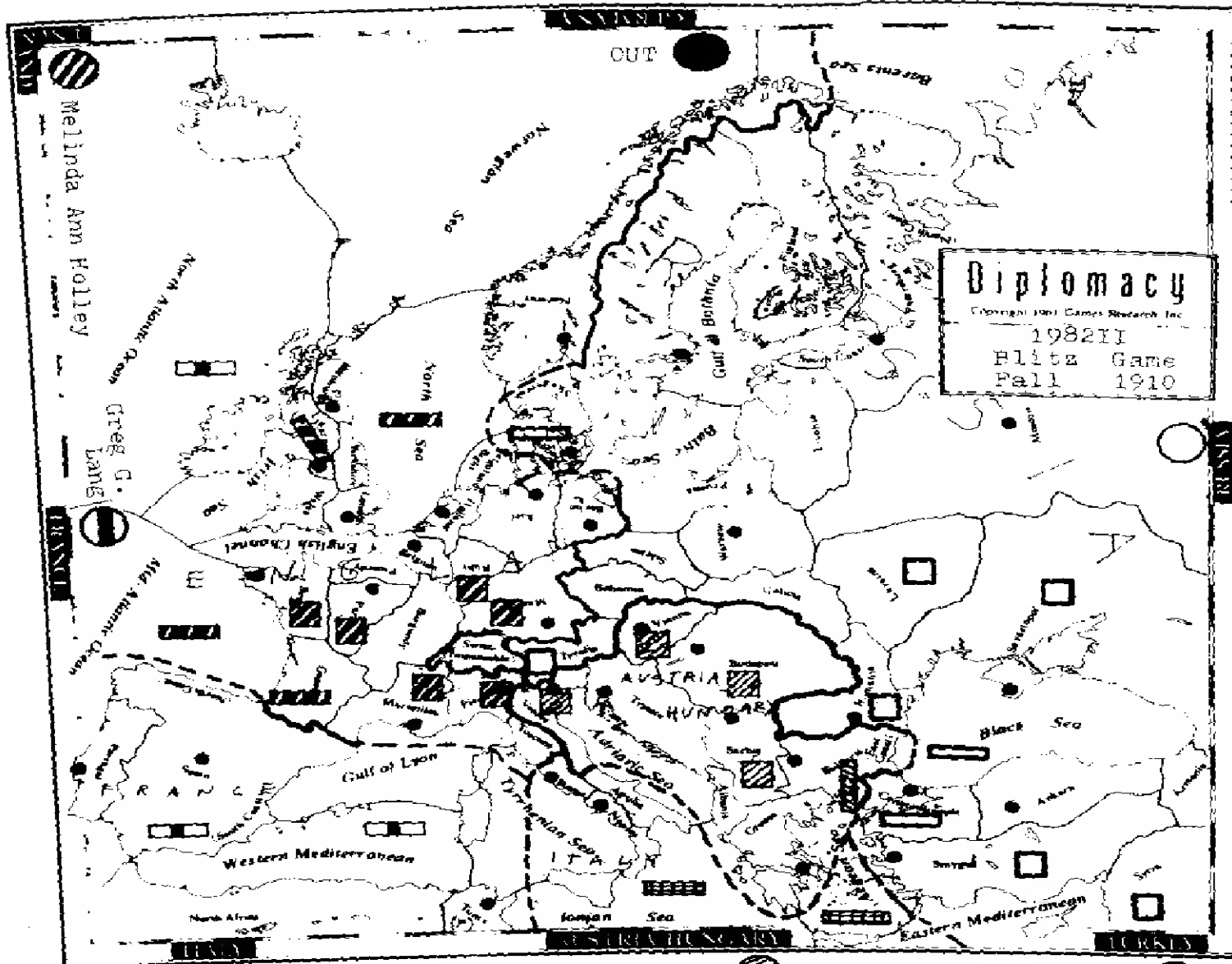
There were two errors the last
turn, which didn't fool anybody.
The English Bur-Mar was not under-
lined thought it failed; and the
Austrian 2nd Army at Bohemia was
disbanded as a result of retreat,
automatically.

SC Chart/Unit positions/Adjustment

E:Lon,Edi,Lpl,Nor,Hol,Kie,Ber,Bel,
Mun,Par,BRE,MAR.(12) A:Pie,Par,
Mun,Mar,Bre,Ruh; F:Mid,Gas,Nth,
Iri.(10). BUILD TWO.

F:Mar,Spa,Por,Tun.(3) F:Wes,Ssc,
Nat.(3) EVEN.

I:Nap,Rom.(2) F:Aeg,Ion.(2) EVEN
R:Mos,StP,Sev,Ank,Swe,War,Con,Smy,
Den,RUM.(10) A:Smy,War,Boh,Syr,
Sev,Gal; F:Den,Con,Bla.(9)
BUILD ONE.



Ronald M. Kelly

David Staples

OUT

A: Bud, Vie, Ser, ~~XXX~~, Tri, Gre, Ven, Bul. (?) A: Ser, Vie, Tyr, Bud; P: Bsc. (5) BUILD TWO (Must play one short, only 1 open.)

See standby section for Italy.

BLACK

PRESS: (In order of territory)
Editors comments in(()).

"From France"

* France to Russia: I finally got my fleet to the North Sea to help you with the Northern Front. Anything to bring the English Dog (I don't mean it literally, Melinda) to justice. Death to the Queen !!!! Long live the Osar. Any help you can give will be appreciated.

"From Russia"

* Russia to France: Alright al-

ready, I'll pick off a few English centers so she doesn't get greedy for the win. Austria can still cause me headaches if I upset England too much.

* Russian Free Press: You've got to watch those postmen every minute. Are you sure that bondage isn't against the Civil Code?

* Moscow - Budapest: Fleet Bul (sc) S Turkish Fleet Aeg-Con, is not what I consider friendly.

Note that I am not attacking your centers, except Rumania, which you agreed to turn over to me.

* Russia-England: I don't think anyone is going to beat your record. 51 games of Diplomacy at one time must keep your mailman groaning in agony as he walks up your driveway.

* Pelhaven to Wayward Muscovite: That's a funny place for a drive-

way: in a post office box...

* Moscow-Rome: You, I don't have a quibble with. It's this dastardly partner in crime who keeps changing his story.

"From Austria"

* Wien to Moscow/London Axis: You have what you want. Isn't invading and crushing an army in Bohemia a rather strange way to accept a concession of Rumania in return for peace?

* Wien to Paris: You sound like a decent guy, Greg. Realistically though, it's a little too late. Remember that an honest enemy is easier to deal with than an untrue friend.

* Felhaven-Wien: Not so; you may for good or ill, one day, trust an honest enemy, but you never again have to worry about trusting an untrue friend.

* Wien-Roma: There's little left for us to do but support a concession to England/Russia and save our own butts.

"From Elsewhere"

* Hard Up-Felhaven: Send more manuals!

* Linda-Felhaven: Don't bother, I'm teaching him myself!

* Felhaven: I'm not going to touch that with a ten foot...

* * * * *

ASIDES #1.

Althought I have my share of short, inane, filler material for those awkward corners, I have decided to use some of this space for my own thoughts. I don't generally use a column to ramble on, so a filler feature for my errant thoughts seems appropos. What say?

* * * * *

1984IV	<u>BALKANS DEAD-</u>	DIPLOMACY
Orwell	<u>LOCKED; KING</u>	GM:Hinton
Game	<u>PUTS 1st ARMY</u>	Spring'02
	<u>ON CONTINENT; NO</u>	
	<u>REST FOR CZARINA</u>	
	<u>ON THREE FRONTS.</u>	

ENGLAND(J.Robert Baker): 1A Yor-Bel, 1F Nth C 1A Yor-Bel, 2F Nor S GER 1F Den-Swe, 3F Lpl-Wal.(3100 Meadow Lane North, Dickinson TX 77539).X1X Please Renew.

FRANCE(Paul Kogut): 1A Bel-Ruh/r/d/, 2A Spa-Gas, 3A Par-Pic, 4A Mar-Bur, 1F Por-Mid, 2F Bre-Eng.(155 N.Harbor Dr., Unit 3809; Chicago IL 60601).X1X Please Renew.

GERMANY(David Lang): 1A Mun S 4A Kie-Ruh, 2A Hol S ENG 1A Yor-

Bel, 3A Ber-Sil, 4A Kie-Ruh, 1F Den-Swe. (710 W.Main St., Mascoutah, IL 62258).%

ITALY(Kathy Byrne): 1A Tri S AUS 1A Ser, 2A Tyr S 1A Tri, 1F Ion-Gre, 2F Nap-TyS. (29-10 164th St., Flushing NY 11358 (718)353-9695).%

RUSSIA(Melinda Ann Holley): 1A Rum-Bul, 2A Gal-Rum, 3A War-Ukr, 1F Swe S Pnc-Nor, 2F Sev-Arm, 3F Pnc-Nor. (PO Box 2793, Huntington, WV 25727).X7X.

AUSTRIA-HUNGARY(Steven Courtemanche): 1A Ser S RUS 1A Bul, 2A Bud-Vie, 1F Alb-Gre.(COA: 1021 Penn.Cir., Apt. E 402; King of Prussia, PA 19406).%

TURKEY(Geoffrey Richard): 1A Gre-Ser, 2A Bul S 1A Gre-Ser, *3A Con-Arm, 1F Bla C 3A Con-Arm, 2F Smy-Aeg.(1501 Harvey Rd., #770; College Station TX 77840 (409)693-7746).X9X

NOTES:

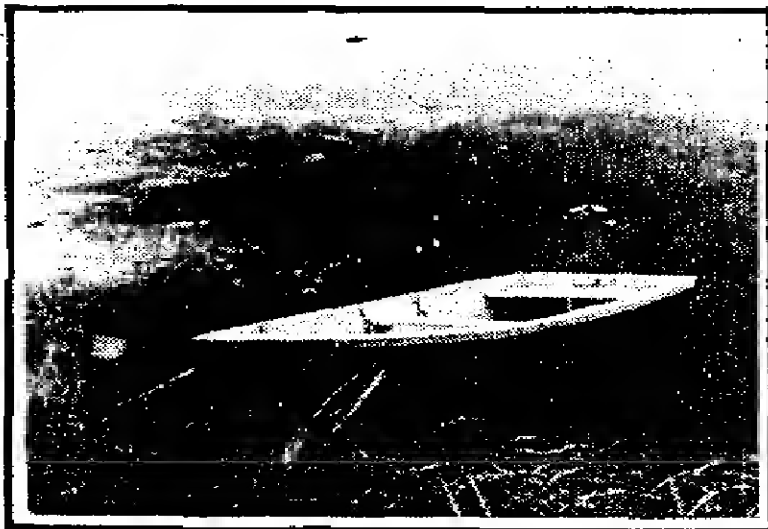
*The Turkish order "A Constantinople Convoy via Fleet Black Sea - Armenia" fails, of course. It is badly miswritten. Armies do not convoy; the 1st fleet did not go to Armenia. I came very close to throwing it out, Next time, I shall.

See standby section for France.

Everyone see the ACCOUNTS section for a note!

BLACK (By territory of issue)
PRESS Editor's comments in (()).

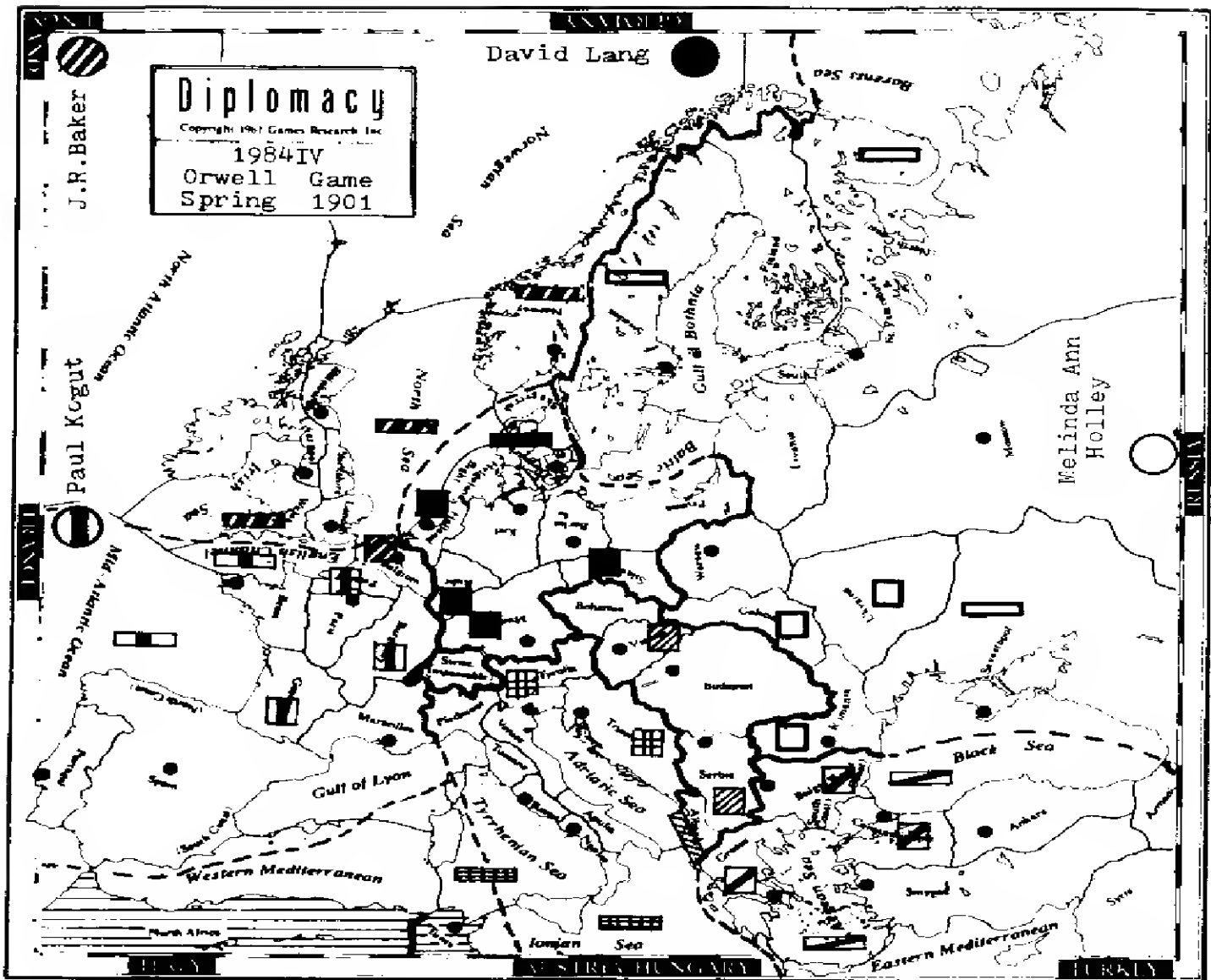
"From England"



The British 3rd Fleet readies for its' maiden voyage from Liverpool.

* Eng-Russia: Would it help if I blew in your ear.

* Sir Robert-My Lady Melinda: Something smells, and I don't mean your feet, it's not your B.O., it's your northern White Fleet!



Kathy Byrne

Steven Courtemanche

Geoffrey Richard

It's a little too late for trick or treat; and for you to attack me is a ridiculous feat! Come into the kitchen if you can stand the heat; you won't be the first one I've had to beat. There's nothing finer than fried chicken to eat; and the part I like best is juicy white meat!

* Felhaven Vice Squad: There you go, talking dirty again...

"From Germany"

* Ger-Eng: I hoped the way your name was spelled in K#104 doesn't reflect your disposition.

* Ger-Aus: Thanks for the words. It looks like you have some work ahead. But I think you might do okay. I think you know one or two of those people.

* Ger-Russia: I looked all over, but I couldn't find that clause in

my contract.

* Ger-Italy: I think you better watch out. He's starting to look dangerous if you asked me. (so who asked you??)

* Felhaven Institution: People who talk to themselves aren't exactly safe either.

"From Italy"

* Italy-England: I don't want to give you a break, how about I give you a back rub instead.

* Felhaven Spa: How about dealer's choice?

* Italy-France: Hey! Suppose we give blackie a break? Then I can attack my favorite person!

* Italy-Turkey: Sorry, but us standbys have to stick together, besides what would Elmer do if he didn't have all of Cochises' exciting press to print!

* GM: You want a list?

* Italy-GM: Payback is a bitch! But I figured if you could make a standby before Spr.01- I could at least keep Cochise alive for a few dozen years!

* GM-Madam B.: That's hardly fair, after all, I've never tried to make a standby before Spring '01. Are you trying to say that I made you?!? Gee, and all I thought you were doing was sitting on my lap. What will John say?

* Italy-Russia: Be kind to J.R. - he's real cute!

"From Austria"

* Bud-Lon: J.R. what is France on the brink of? Could it be another Battle of Hastings is in the offing?

* Scurvy Austrian-Leoprous Italian: There's not much that I can do if you're playing me false. Remember, that you changed plans and said you were going to Tunis. Puppets don't have allies, they just do as they are told.

* Hawk's Castle-Hermitage: Just when we wind up the Sad Story series, here we are in the same position. This must be an alternate time line.

* Felhaven Guru: No, it's just that your Karma has been totalled...

* Bud-Ber: That's a lot of armies you've got yourself there. Who's your friend and where are you going?

* Bud-Con: Spies indicate your devious plan to take Serbia must be stopped. Are you trying to cause utter discord so you can break out of the corner?

* Bud-Por: Good trick in 1901. Try the same in 1902 and you'll be in trouble with the rest of the board.

* Somewhere in Austria....: Relp, Relp. I'm being Haped!

"From Turkey"

* Sultan of the South - Turkey of the North: Good guess, Sir Robert. A Holley War would seem to be in order. The Holy war fell through and I've had a few nasty experiences with bees. Now we know what I'm doing, what are you up to? Building a fleet in Liverpool, expecting an invasion from Ireland?

* Turkey-Prince Gregzor: With or without Greece, yuck! is right. Sorry you are bitter, better luck in the Golden Dawn game. Make good use of what Italy has shown you in this game.

* Turkey-Europe: Robert of Loxley is about to meet his Hastings, but why would we want him to reverse the previous result. Hail! to Kogut the Conquerer! English forces are out of position to the north and the French fleets are ready to take the Channel. Will history repeat?

* Felhaven: Can you read a map?

* Sultan to Hawk: It is looking like 82CN. Are you going to allow a repeat performance?

"From Elsewhere"

* Operator-Berlin: Would you please deposit another quarter?

* Etien-Fairie Gregzor: Purple does not suit you. Try pink and don't let people sneak up behind you.

* Felhaven Costume Shoppe: The voice of experience!

* * * * *

1985HU	<u>DUKE RECOV-</u>	<u>DIPLOMACY</u>
Golden	<u>ERS; MOSCOW</u>	<u>GM:Hinton</u>
Dawn	<u>IN DESPAIR;</u>	<u>Fall 1901</u>
	<u>MAJORCA CALL-</u>	
	<u>ING AN ALERT.</u>	

ENGLAND(Mikel D.Petty): 1A Edi-Nor, 1F Nth S 1A Edi-Nor, 2F Nwg C 1A Edi-Nor.(4800 Hinman Dr., Orlando FL 32806 (305)275-5096).

FRANCE(Jim Martin): 1A Bur-Bel, 2A Spa-Por, 1F Mid-Ssc.(2940 W.Julie Dr., Phoenix AZ 85027).

GERMANY(Paul F.Kelly): 1A Kie-Hol, 2A Sil S AUS 1A Gal-War (NSO), 1F Den-H.(3330 Esperanza Dr., Concord CA 94519).

ITALY(Lance O.Anderson): 1A Tus-Tun, 2A Ven-Pie, 1F TyS C 1A Tus-Tun.(5631 Spring Valley Rd. #134; Dallas TX 75240.(214) 991-8230)(New phone number!).

RUSSIA(Michael Grubb): 1A StP-Fin, 2A Ukr-War, 1F Bot-Bal, 2F Rum-H/r/Bla,d/.(220 Alexander Ave., Apt.C; Durham NC 27705.(919) 648-1600).

AUSTRIA-HUNGARY(Larry Botimer): 1A Gal-Rum, 2A Ser S 1A Gal-Rum, 1F Tri-Alb.(13833 N.E. 11th St. #j-3; Bellevue WA 98005).

TURKEY(Thomas Adams): 1A Bul-Gre, 2A Con-Bul, 1F Bla-Sev.(705A Salerno Cir., Ft.Devens MA, 01433).

NOTES:

Underlined orders fail; the German 2nd Army order failed due to No Such Order on the part of the Austrian 1st Army. The Russian 2nd Fleet is able to retreat to the Black Sea or may be disband-

ed in Autumn 01 retreat season, before Winter. The Russian retreat will be reported with Winter and any Winter orders may be made conditional upon the Russian's Autumn orders. He may, of course, retreat the fleet in Autumn and then disband any one unit in the Winter (see below). Naturally, no conditional orders for Winter may be made upon other Winter orders, only the Autumn orders.

Winter (that is, Autumn/Winter) is automatically separated from Spring1902. That is, submit only Autumn/Winter orders at this time. SC Chart/Unit positions/Adjustments

E:Lon,Edi,Lpl,NOR.(4) A:Nor; F:Nth, Nwg.(3) BUILD ONE.
 F:Par,Mar,Bre,SPA,POR,BEL.(6) A:Bel,Por; F:Spa.(3) BUILD THREE
 G:Ber,Mun,Kie,DEN HOL.(5) A:Hol, Sil; F:Den.(3) BUILD TWO
 I:Rom,Ven,Nap,TUN.(4) A:Tun,Pie; F:Tys.(3) BUILD ONE
 R:Mos,War,StP,~~Sev~~.(3) A:Fin,War; F:Bal,(Rum).(3/4) RETREAT & RE-MOVE ONE or DISBAND & EVEN.
 A:Vie,Bud,Tri,SER,RUM.(5) A:Rum, Ser; F:Alb.(3) BUILD TWO.
 T:Con,Ank,Smy,BUL,GRE,SEV.(6) A:Gre,Bul; F:Sev.(3) BUILD THREE

Underlined centers are Home supply centers for that country; capitalised are gained, slashed are lost. The Russian situation depends upon his action in the Autumn portion of the turn.

Note that Sweden is still a neutral power, and is unowned.

See the Deadline section for next orders Deadline (Autumn and Winter). Also see the ACCOUNTS section for a special notice.

Note that Lance has a new phone number at the same address.

Michael Grubb tells me that he has, himself, been under the wheather - in the hospital for the last two weeks. We all wish him a full recovery. Russia, on the other hand...

Tom writes: "When I said feel free to edit the Bio, I didn't mean down to one line. (Just kidding.)"

Well, the reason was that it came in very late- before the belated #105 went to press but long after the typing was completed. Here it is.

TURKEY(Thomas Adams):

Born 11/11/56, San Francisco, CA, raised in Benecia CA where I graduated H.S. in 1974. While in High School, played in the school

chess club and the group usually spent many Friday nights in FTF Dip sessions.

Graduated College in 1977 with a degree in Education, which didn't pay worth a _____. Joined the Army in 1978, working in communications and am still with it. Due to get out May'86.

As of September '85 am running the US games for the UK-based Spellbinder Games.

I enjoy PBM, hiking, camping, wargaming.

((And we have another late bio:))

GERMANY(Paul F.Kelly):

I got started in Dip seven years ago but was terrible and quit after a few years of debacles. I picked it up agin early last year and have had much more FTF success. This is my first PBM game. Other games played: King-maker, Civilization, Dune, and Rails through the Rockies. I also play Infocom games (like Zork).

((I have the original Infocom (pre-Infocom) game, thier first version of Zork-I, with all of the original bugs...))

As you see, Mr.Quinn has finally gotten around to coughing up a Boardman Number: 1985 HU. Who?

BLACK (By territory of issue)
PRESS Editor's comments in (()).

"From Germany"

* Berlin-Paris: I hope that when I read this I'm glad I trusted you.

* Captain Sven to World: Ve start pirate radio station. Broadcast only Anthony Newley records.

* Kaiser to Tsar: Sayonara, old chum. Requiescat in Pace.

"From Italy"

* It-Fra: I hope I don't see a fleet appear in Marseilles or it could precipitate hostilities. Just a friendly reminder.

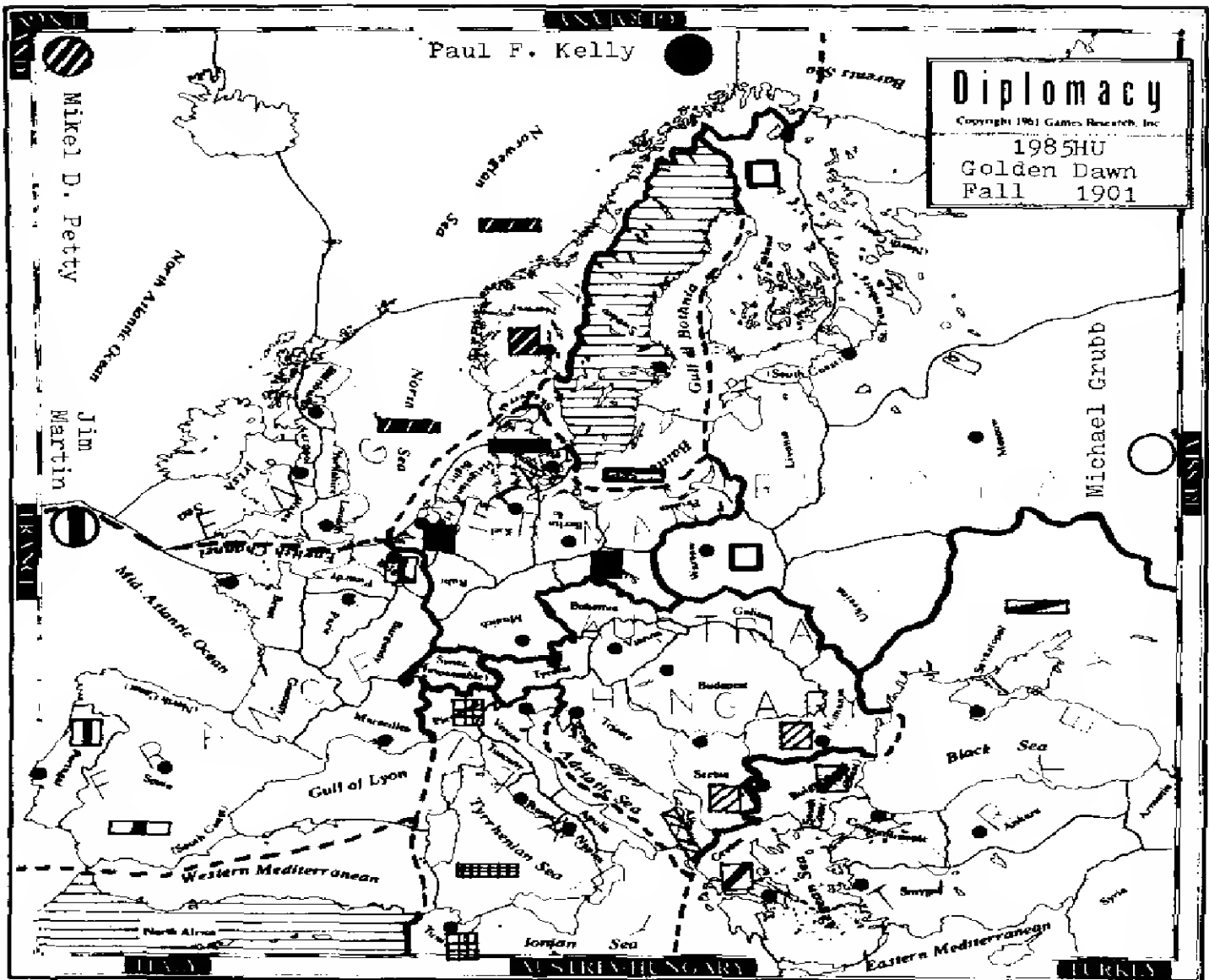
* Ita-Fra: My move is defensive and after your build is moved, so shall my border patrol.

* Ita-Russ: If you need assistance make allies.

* Felhaven Nursing Home: That's a little hard to do from a hospital Bed; ask me about me.

* Lance-Paul: Before I proceed I need better assurances.

* Lance-Tom: I agree with you vis-a-vis the Austrian. However, does he agree also? Watch my fleets? How so?



Lance O. Anderson

Larry Botimer

Thomas Adams

"From Austria"

* Vienna to Trieste: Alright you bunch of fossilized mossbacks, get your duffs outa harbor and out on the high seas. I know Albania is not the greatest winter resort but your presence is required to give clout to Imperial Policy. If you don't I'll make you all part of the Italian Navy!

"From Turkey"

* Midnight Distress - Eng: Lunch at Corky Park or the Rhine?
 * Midnight Distress - Russky: So! You violated our agreement to let me have Rumania in exchange for my defense of the Black Sea, eh?

NOTE ABOUT PRESS:

Remember that all submissions for sperate games must be made on

seperate sheets. It goes into one file and is typed up from that file, where it stays. I am not going to tear pieces of paper or postcards to smithereens to separate items for each game. The House Rules are clear on this. If you want to write Black Press in another game, don't put it on a sheet for this game.

Final Note: I have Winter orders on file for: Italy.

DEADLINE

The Deadline for all games is Saturday, February 15, 1986.

FEEDBACK POLL (for #106)

Please answer the following questions on a separate sheet, and feel free to add your opinions. Be sure to rate each item as 0-10 (0= bad, or least desirable; 10= excellent or most desirable). Where "length" is asked for this means answer one of the following: Too Little, Just Right, or Too Much.

- 1). Rate Kaissa #106 overall.
- 2). Rate each feature:
 - a).Through the Window; b).3-Stooges pt.4; c).Puzzel contest; d).DiProduction pt.1.
- 3).Rate each game (seperately!) (II, IV, HU) on the following areas each:
 - a).map; b).accuracy; c).presentation; d).press.
- 4).Rate each regular column for length, and quality:
 - a).News & Views; b).Trades & Reviews; c).Shelf; d).Missives; e).Deadline; f).Accounts; g) Asides; h).the feedback poll itself.
- 5).Have you tried to take advantage of the special expansion offer by recommending Kaissa to others? If so about how many?
- 6).Rate the illustration in K105.

- 7).Rate the illustration (see games) in K#106.
- 8).Rate desirability of having illustrations; also give some suggestions.
- 9). Rate this issue overall for length; also rate how much you desire a longer issue if the bulk of the added space were articles.
- 10).(Yes or No) Does it matter to you if articles are new or reprints, provided it is still good.

* * * * *

SPECIAL EXPANSION DRIVE OFFER

Help Kaissa expand it's circulation! Every new subscriber who you bring in (who tells us where he got the recommendation) will earn you credit here! For each \$5 sub you bring in, you get one free issue on yours; for each annual (\$14) sub, two free issues! (In turns for trader-players; in dollars for traders). Help the circulation and each new 8 subbers will mean one more sheet (4 pages) of news articles and games for you! Help us get more Kaissa to more people, and get more Kaissa for you, today!

* * * * *

GAMESMASTERS PUBLISHERS ASSOCIATION
c/o JCI, PO Box letter S; Nashua NH 03061

INFLICT UPON:

Lance O. Anderson
5631 Spring Valley Rd.,
Apt.#134
Dallas, TX 75240

You receive this because you
are mentioned herein!

- ☒ Player _____
 _____ Complimentary sample
 _____ Trader
 _____ (for): _____
☒ See Page(s) _____
 Number: 21 M. Sullivan
☒ Subscriber _____
 PLEASE RENEW or THIS IS YOUR
 LAST ISSUE!



GLASS MAIL
Dated Material
Do Not Delay!

Address
Correction
Requested

January, 27, 1986

Inside: Hinton makes Byrne
(See IV press)